

KEYBOARD AND SHORTCUTS

GAME

Driving

Arrows: steer/ brake
Enter: start / respawn
Delete: restart the race
Escape: return to menu

Cameras

1: external view, wide-angle
 2: external view, closeup
 3: internal view
 5: camera aimed at your car
F10: screen shot
 - : increase focal distance
 + : decrease focal distance

Multiplayers

Space bar: chat
C: open/close chat window
Tab: show scores
 " : show/hide car names

Other

O: sound horn
F10: screen shot
S: save replay
 * : display/hide interface

EDITOR

Mouse Operations

Normal Mode

Left button: place a block (hold down for roads)
Right button: turn the block clockwise
Scroller: raise/lower the cursor

Freelook Mode

Left button: pan
Right button: turn the camera
Scroller: zoom in/out
Test Mode
Left button: launch race at current position
Right button: turn the start direction

Scroller: raise/lower the cursor

Navigating Blocks

Left button: select an icon
Right button: go back one level in the hierarchy

KEYBOARD OPERATIONS

Arrows: move the cursor
Spacebar: place a block (hold down for roads)
Page Up/Down: raise/lower the cursor
Right Ctrl key: turn the block clockwise
Delete: delete the block(s) under the cursor
Num 2/4/6/8: move the camera
Backspace: delete all blocks
Enter: change to race mode
Escape: quit the editor
U: undo the last change
R: redo the last change
S: save the challenge
 , : activate/deactivate helpers

Navigating Blocks

1-9: choose the corresponding icon
 " : go back one level in the hierarchy

Mode Shortcuts

Left Alt key: freelook mode
X: eraser mode
W: underground mode
Left Ctrl key: selection mode

PAINT SHOP

Mouse

Right button+Movement: move camera
Scroller: zoom in/out

Middle button+up / down: change camera's FOV

Left button: repaint entire car.

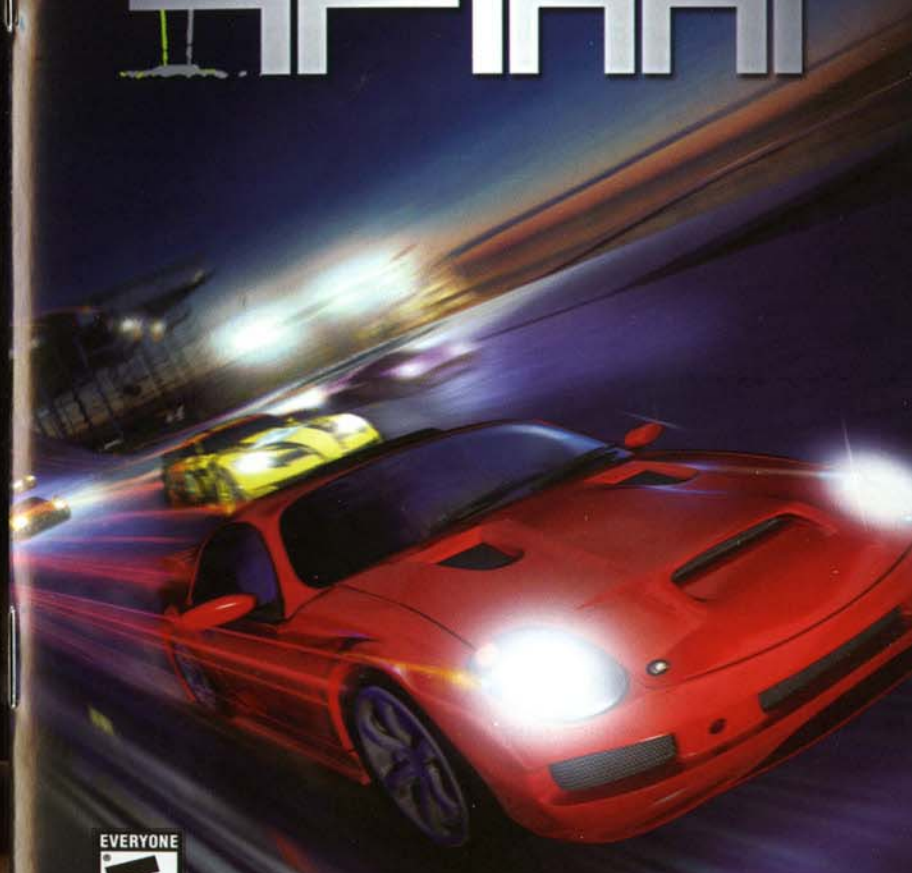
Note: the mouse cursor must be on the car, except in Brush mode.

Keyboard

R: rotate one quarter clockwise
F: rotate clockwise
Z: rotate one quarter counterclockwise
S: rotate counterclockwise
X or C: align the image.
E: enlarge image
D: reduce image
H: help
Alt+mouse scroller: change image angle
Alt+right button: align image
Ctrl+mouse scroll: change image size
Ctrl+ right button: assign a default value for image size

Mediatracker

Ctrl+Page Up/Page: raise/lower the "trigger" cursor
Ctrl+left button: places the trigger cursor
Tab: display/hide interface
F10: screen shot
Ctrl+up/down arrows: place the camera's target on the Z axis
Ctrl + right/left arrows: place the camera's target on the X axis
Ctrl + Page Up/Down: place the camera's target on the Y axis
Ctrl + Enter: aim the camera at the car



NADEO



<http://www.replacementdocs.com>

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HEALTH WARNINGS

Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These persons may experience epileptic seizures while watching TV pictures or playing computer games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition.

Consult your doctor before playing computer games if you, or someone of your family, have an epileptic condition. Immediately stop the game, should you experience any of the following symptoms during play: dizziness, altered vision, eye or muscle twitching, mental confusion, loss of awareness of your surroundings, involuntary movements and/or convulsions.

TECHNICAL SUPPORT

For technical difficulties regarding TrackMania: Sunrise, please contact us at:

E-Mail: support@enlight.com

Enlight Website: www.enlight.com

Website: www.tmsunrise.com

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INSTALLING THE GAME

Minimum Configuration

Windows 98SE/2000/ME/XP
Pentium III 500 MHz
128 MB RAM
16 MB 3-D accelerator card compatible with DirectX 9
16-bit sound card
4x CD-ROM drive
900 MB available on hard disk
DirectX version 9.0 b (or higher)

Recommended Configuration

The following is the *recommended* configuration:

Windows 98SE/2000/ME/XP
Pentium IV 1 GHz
256 MB RAM
64 MB 3-D accelerator card compatible with DirectX 9

Installing TrackMania Sunrise

To install TrackMania Sunrise, insert the CD ROM into your drive and follow the instructions on the screen. If no window appears when you put the CD-ROM into your drive: double-click on the My Computer icon on your desktop, then double-click on the CD-ROM icon to launch the installer and follow the instructions given by the installation program.

Once the game has been installed, or when you launch it for the first time, the program will ask you to restart your computer.

Launching TrackMania Sunrise

When the game is installed, you are offered a shortcut on the desktop. If you decide to use it, you can start the game by clicking on the icon displayed on your desktop. Otherwise, click on your computer's "Start" button and select "TrackMania Sunrise."

A window appears and you are asked to enter the multiplayer code. This code can be found inside the box or on game manual.

Note: the Multiplayer password can be used only by a *single* player. Keep this code in a safe place. Do not give it to other players.

A network connection test will also be launched and the following message will be displayed:

In order to activate the creation of internet games and the data exchange system (peer to peer), we recommend you test the network connection.
This test could result in a warning from your firewall.

OK Annuler

If you want to use the data-exchange capabilities to exchange data with other players or create a game on the Internet, we recommend that you click on "OK."

If you are using a firewall, a window may appear requesting authorization to proceed. Note that this operation involves security management for your computer and Nadéo cannot be held liable for any problems that arise when such authorization is given.

Then the launcher will display:



This allows you to start the game, configure it, check for updates or exit without playing.

Help allows you to see the list of Frequently Asked Questions and to open the directories in which the game's files are stored.



Use the "configuration" window to change the game's main settings. "Performance/quality" allows you to quickly and easily adjust the quality of the game: choose "faster" for a smoother display or "nicer" for higher image quality.

The advanced settings window provides access to advanced settings (display, audio, network, game, and paddle controls). You can also use it to restore the default settings.

The "Bench" button detects the best configuration for your graphics card.

The game will automatically test for the best configuration when the game is run for the first time. HOWEVER, if your graphics card is not very powerful, we suggest choosing "Faster" for the graphics. The quality will not be as high, but the game will run more smoothly.

THE MAIN MENU

Description of Main Menu Items



PROFILE is used to configure the user profile (first and last names, level of difficulty, avatar, car selection and choice of controls).

SOLO opens three menus for:

- Access to official campaigns created by Nadéo. There are four of these: Race, Platform, Puzzle and Crazy.
- Access to community campaigns created by other players directly in the game; also for access to your own campaigns created using the editor.

- Loading a challenge found on the Internet or a challenge created using the editor.

MULTIPLAYER allows play in three different modes:

- Hotseat, for races with up to eight players or for taking turns on a Single computer.
- Local network.
- Internet.

EDITOR provides access to:

- The tracks editor, used to create your own tracks and challenges. Videos can be incorporated using the Media Tracker.
- The ghost editor, which allows the player to place competitors on the tracks.
- The campaign editor.
- The replay editor, used to review a course or launch rolling demos.
- The skins editor, used to paint the cars.

Using the Menus

KEYBOARD

Use the up and down arrow keys to select text, then press "Enter" to confirm your selection and move to the next screen. The "Escape" key on your keyboard takes you back to the previous screen.

MOUSE

To display the information, simply point at the desired icon or text with the mouse pointer. To select or confirm a choice, click on the desired icon or text using the left mouse button. To return to the previous screen, click the "Back" button on the screen.

TRACKMANIA SUNRISE ENVIRONMENTS AND CARS

Island

If you are a fan of ultra-high speed, the Island environment and its sleek, high-powered car will have you glued to the screen! The sporty Island car reaches a staggering top speed and handles very responsively. Will you prefer skids and controlled slides at several hundred miles per hour, or a purely technical course where inches can make a difference? The wide variety of blocks that can be used to create very different courses, the idyllic settings, the huge jumps and the exceptional overall rendering make for a complete change of scene at outrageous speeds!

Coast

Coast offers highly realistic driving experience in a decidedly Mediterranean setting. With its narrow, curving roads that flirt with the cliffs, its jumps and realistic race markers on parts of the course, Coast puts the focus on accurate trajectories and controlled speed. This environment's responsive roadster requires painstaking driving with expert acceleration, braking and flawless "outside/inside/outside" lines through the course. These races will be very close!

Bay

Amid the hustle and bustle of the buildings of Bay, bounce from house to house at the wheel of a 4x4 with distinction! The ride will be quick, bouncy and highly responsive, with a fantastic "stunt" feel thanks to a very dynamic suspension! In this ultra-detailed, entirely urban environment, Bay lets you play with the elements that make up the town. From the docks to the roofs of the buildings, a "street" feel is the order of the day, with loops, blocks straight out of skate parks, and other urban chaos "made by Nadéo"!

PROFILE

When you launch the game, you will need to enter your player name (Profile). With the mouse, click on the space provided for this purpose, type your name, and confirm by clicking on "OK" or using the "Enter" key on your keyboard.

The main menu will appear. Go to PROFILE.

The Profile

You can add another player's name by clicking on the name of the profile display. In this way, several players can move through the game, each with a separate profile, scores and progress in Solo mode. Click on "Add," enter the name of one or more additional players, then click on "OK."

Be sure to choose the right profile before you play.

By default, the name of your profile is your last name, but you can change this by clicking on it, pressing the Backspace key on your keyboard, then typing your new last name. Finally, select the level of difficulty: beginner, pilot, or champion.

AVATARS



An avatar is a small image that you select that represents you in the game. There are some avatars available in the game. Click on the smiley at the top left of the screen to see the list. Then click on the avatar of your choice.

It is also possible to add your own avatar to the game by placing the appropriate files in to the GameData>Skins>Avatars directory. Use .dds or .jpg files (128x128 pixels) smaller than 8 KB.

To deactivate the avatars list, click on "Advanced Settings" at the upper right of your screen, then click on the green box next to "Show avatars."

CONFIGURING THE CONTROLS

You can play the game using either the screen interface and your mouse or the keyboard shortcuts installed by default. To configure and change the keyboard shortcuts in your game, click on Advanced Settings, then on "Configure driving inputs" Click on the control(s) displayed, then follow the instructions.

THE CARS

TrackMania Sunrise provides 3 different car models for each of the different environments. Each car can have a different paint job. You are also able to design and paint your own custom paint job for your cars. Click on the arrow at the left or the right of the screen to display an enlarged view of one of the cars in the middle of the screen. Then click on one of the suggested paint jobs at the bottom of the screen. Repeat for the other two cars.

TRACKMANIA SUNRISE SOLO MODE

Now you are ready to play!

Official Campaigns

This menu provides a list of several campaigns, each consisting of a series of challenges to complete. Challenge series that are based on driving are listed under "Race," those based on stunts are under "Platform," and those based on construction are under "Puzzle." A "Crazy" campaign is also available. These 4 campaigns are described in more detail in the following sections.

To choose one of these campaigns, click on the appropriate button. Then click on the first series listed to display the list of challenges to complete. Subsequent series will be unlocked as you win medals.

Medals and Challenges

Each challenge is associated with three time standards to be met to win a bronze, silver or gold medal. The bronze-medal time is displayed at the right of the screen in the "Scores" window.

At the beginning of a series, only one challenge is listed. The others are locked. To unlock the next challenge, you will have to win a bronze, silver or gold medal, depending on the level of difficulty you selected (beginner, pilot, champion).

The menu displays your best time and medals won for each challenge played. Another important piece of information, your next target time, is shown to the right of the menu.

Coppers

"Coppers" are TrackMania's money. With each medal you win, you receive a certain number of coppers.

You can use the coppers to buy building blocks so you can build your own tracks.

The more gold medals you win, the more coppers you have! Use them to create any track you can dream up.

Playing a "Race" Challenge

Click on a challenge to launch it.

The countdown begins as soon as the course appears on the screen.

Once you start, drive your vehicle using the arrow keys on the keyboard.

Up arrow: move forward

Right arrow: turn right

Left arrow: turn left

Down arrow: brake

You can start the race over at any time:

-Press "Enter" to continue the race from the last checkpoint you passed.

-Press "Delete" to go back to the starting line.

As you cross the finish line, your time is recorded and displayed on the screen. Click on "OK." Now you have a choice of starting the race over to improve your time even more, record a replay, move on to the next challenge (if your time was good enough to unlock it) or returning to the menu.

Before clicking on one of these choices, we suggest watching the film of your race, which plays automatically on your screen. You are sure to see the lines taken by the other racers, which will give you ideas for optimizing your own driving.

If you start your race over, you will see a "ghost" (a transparent car) on the screen, which corresponds to your previous best time for the course.

Playing a "Platform" Challenge

Platform courses mean stunts! All you have to do is drive and jump!

The "Enter" key will be very useful to you here. When you miss a jump or a loop, fall into the ocean or get stuck on a pillar, press "Enter" to return to the last checkpoint you passed.

In this case, the challenge is to finish the race, not with the best time, but having pressed "Enter" as few times as possible.

Playing a "Crazy" Challenge

Crazy takes you on the wildest rides! The crazy course, which is very small, is really nothing more than ONE big stunt. Talk about extreme—on this course not one, not two, not three, but a dozen drivers all compete to post the best time!

When the race starts, you face a dozen opponents alone. All of their cars are identical. The object of the game is to eliminate them within a certain time.

Each time you finish a round, your worst opponent is eliminated from the opposing team and is added to your team at the start of the next race.

Example:

The first time you start, you race alone against 12 opponents. So there are 12 blue cars and one red car (yours).

If you succeed in eliminating an opponent, then when the second race starts, there will be 11 blue cars and two red cars.

When you have eliminated one-third of your opponents, you win the bronze medal. When you have eliminated two-thirds of the opponents, you win the silver medal, and when you have eliminated the last third, you win the gold medal.

Playing a "Puzzle" Challenge



A puzzle challenge is a course with some parts (building blocks) missing. The goal is to replace the pieces in the right spots so that the course is complete and you can drive from the start to the finish as quickly as possible while passing through all the checkpoints (if any).

Often, there are several possible routes that will get you to the finish line, but you will have to think a bit to find the optimal route that makes the best use of each challenge's blocks and environment.



The blocks available to build the best route are displayed at the bottom of the screen. The number and type of blocks available are limited. In this example, 1 block out of 10 has already been placed.

To Finish a Puzzle, You Must:

- Use the cameras to view the terrain, find the starting line and finish line, and determine whether there are any checkpoints.
- Look at the list of available blocks at the bottom of the screen.
- Place the blocks on the terrain to link the start and finish line while passing through the checkpoints.
- Drive from the start to the finish to win the medals.

Viewing the Terrain:

Use the mouse and the Alt key on the keyboard:

- Alt + left mouse button: moves camera horizontally.
- Alt + right mouse button: rotates the camera.
- Alt + mouse scroller: zoom in and out.
- Mouse scroller: moves the camera vertically.



On the screen interface, the equivalent of the Alt key is the button shown here. Use the mouse to select the button, then move your mouse on the screen while holding down the left or right mouse button. The two arrows are the equivalent of the mouse scroller: use them to zoom in or out.

Building the Puzzle:

First, select a building block by clicking it. Next, move the building cursor on the screen to the location where the block is to be placed. To move the cursor horizontally, use either the mouse or the directional arrows on your keyboard.



To move the cursor vertically, use the mouse scroller or the Page Up/Down buttons on the keyboard. You can also use this tool on the screen interface.

To rotate the block before placing it, click on the right mouse button or press the right Ctrl key on the keyboard.

Place the block either by clicking on the left mouse button or by pressing the space bar on the keyboard. To help you build, the building cursors are color-coded. If the cursor is green, you can place the block; if it is red, you cannot place it at the current location. Don't forget that simply rotating the cursor can sometimes be enough to allow the block to be placed.

Hint: If you are making a straight line or a curve using the same block, hold the space bar down and press the directional arrows at the same time. You can also make a straight line quickly by moving your mouse while holding the left mouse button down. When you release the button, the route will appear on the terrain.



To erase a poorly positioned block, first select it by clicking it with the mouse, then press the Ctrl key. Once the block is selected (the cursor turns blue), you can erase it by pressing the Delete key.

The equivalent of the Ctrl key on the screen interface is the button shown above.



You can also use the "bulldozer" to erase! Select this tool in the interface by clicking it. Then point your mouse at the block you want to erase (the cursor will turn white) and click on the left mouse button. The keyboard shortcut for the "bulldozer" is "X" on the keyboard.

Finally, to erase all blocks that have been placed, press the Backspace key on the keyboard.



These two buttons can also be very useful for canceling/repeating the last action(s).



Use the save icon to save your track at any time.

Once you are finished building, press "Enter" to start the race. Press "Enter" again to start over or "Esc" to return to the editor.

In this type of challenge, construction and driving cannot be separated: if you build the "wrong" route, it is impossible to beat the course time. Similarly, the best route will not bring you victory unless your driving is up to standard. As soon as you pass the finish line, your time is recorded and displayed on the screen. Click on "OK." You now have the choice of starting the race over to improve your time, return to the editor to improve the course, record a replay, move on to the next challenge (if your time was good enough to unlock it) or return to the menu.

If you start your race over, you will see a "ghost" (a transparent car), which corresponds to your previous best time for the course.

Cups

A cup is the ultimate prize! You can win these in the Race and Platform Campaigns.

Each time you win a series in one of these two campaigns (regardless of whether you win the bronze, silver or gold), you are offered the chance to play the same series again for a cup. The "Cup" mode will test your consistency as a driver.

The goal is to finish the series of challenges without stopping and without ever losing—if you lose, you must start over again at the beginning.

Once you have won each series Cup, you can then try and win the cup for the entire Campaign! You must play all the series of challenges in succession. If you win, you truly do belong at the top!

Of course, the more cups you win, the more coppers you collect. To play in "Cup Mode", click on the "Serie Cup" button that appears at the bottom of your screen when you finish a series.

COMMUNITY CAMPAIGNS

This menu provides direct access to series created by other players in the community. Stay in the game and click on "Check for new campaigns" at the bottom of your screen. If you are connected to the Internet, the official list of new campaigns available to the community will then appear on your screen.

Or, click on "Custom sources" and enter the URL of the Internet site where the campaigns you want to retrieve is located.

If you are creating a campaign, it will also be displayed here. Finally, this menu is also where you will find a campaign e-mailed to you by a friend, which you have copied into the Gamedata directory.

SINGLE CHALLENGES

Use this menu to access the list of challenges you have created with the editor, downloaded from the Internet or retrieved via e-mail. The left window lists the challenges (name, environment and cost in coppers) and the right window lists their scores. Select one of the challenges to launch it and play in solo mode.

Retrieving a Challenge or Campaign

When you retrieve a challenge or campaign(s) via email or by downloading it from the Internet, you must copy the files for these challenges into the corresponding folders:

To copy a campaign file:

Gamedata > Tracks > Campaigns > Downloaded

To copy a challenge file:

Gamedata > Tracks > Challenges > Downloaded

If the challenges have ghosts or a video, you must also copy the replays files:

Gamedata > Tracks > Replays > Downloaded

TRACKMANIA SUNRISE IN THE HOTSEAT



From the Multiplayer menu, click on Hotseat. Hotseat allows up to 8 players to take turns on a single computer. Decide which course you want to play by clicking on the white words.

"Mode" allows you to choose the mode for the game:

ROUND (PLAYING IN TURN):

The object of the game is simple: whoever has the best time over the course wins the race. Players are each allowed a certain number of turns (which you define in the menu).

Players take turns playing a first round on the course. The computer gives the name of the player who is to start, and that player plays a round. Once that player has finished, the second person plays, then the third, etc. until all the players have taken their first turn.

Next, the player who had the worst time plays one or more additional rounds to try to beat someone else's time. If this player succeeds, the game asks the player with the new worst time to play again. Play continues in this way. Once a player has exceeded the number of turns allowed, that player is eliminated. A gauge at the top left of the screen indicates the number of rounds remaining to the player.

TIME ATTACK (PLAYING AGAINST THE CLOCK):

The object of the game is the same: the winner is the player with the best time over the course. This time, the number of turns is not specified, but there is a time limit, which is also entered via the menu.

By finishing the first round, the first player establishes an initial time. The game then asks the next player to start. This second player must beat the initial time. The player's turn continues as long as this time has not been beaten.

When 8 players are selected, each plays a round so that 8 times are established. An hourglass timer is shown at the left of the screen for each player, and begins to run when the player starts a round. Once a player's time has run out, that player is eliminated. The game ends when only one player is left and there is still sand in that player's hourglass.



Once you have decided to create a course or load an existing one (white challenge button), choose the number of players, then click on OK at the lower right of the screen. The game then asks you to select a course to load or to begin building one, then to choose the players. If the players' names are already displayed, simply click on them.

To add a name, click on Add. The game will start automatically and will ask the first player to begin.

TRACKMANIA SUNRISE ON THE INTERNET**Racing Modes****Round**

Round mode lets players meet head-to-head on one (or more) courses with a set start. All players start at the same time, and each start marks one round. In this mode, you play a series of rounds on the same course.

The players all start together. The first player to cross the finish line is awarded 10 points, the second receives 6 points, then 4, 3, 2 and 1. Once the round time limit has been exceeded, the next round begins automatically. The first player to win a certain number of points (50 is the default) wins the match.

If you are using the alternate rules, the winner receives only one point and the other players get nothing.

Time Attack

Certainly the most technical of all the modes, Time Attack is similar to solo mode in all respects. All of the players are racing against the clock on the same track at the same time, for only a limited amount of time. This type of game is not a race (players start at different times), but rather an attempt to set a record time! It is possible to return to the starting line independently of the other players at any time by pressing "Enter," for example, to perfect the way a turn is negotiated. One unquestionable advantage of this mode is that the best times are displayed along with the players' names in real time (Tab key), which only adds to the pressure! When the clock runs out, the player with the best time wins.

Team

Players are divided into two teams. Each player plays individually under the rules used in Round mode. At the end of each round, the points of all team members are added together. The team with the most points wins the round and is awarded 1 point. A player can be added to a team directly from the course using the Escape key on the keyboard.

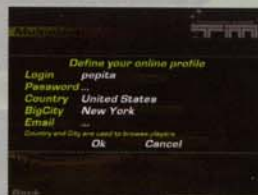
Note: Team race results are not counted for Internet Rankings.

Laps

Here you are racing on laps courses. There are two ways to play in this mode:

- Number of laps: The first player to complete the specified number of laps wins the game.
- Time limit: Players must complete the specified number of laps within a certain time limit. If the time elapses before the players complete the laps, the player who has passed the most check points wins.

Note: in this mode, you play only on courses built with the multi lap blocks

Creating an Online Account

To compete against players from all over the world, go to the Multiplayer menu and click on Internet. First, you will need to register by creating your online account. You will be asked to provide some information: enter a login and password, your country, the largest city nearest to your location, and your email address. Click on OK.

Finding a Game



Players: 51
Servers: 8
Buddies: 0/0

This block of information displays the total number of players connected to the Internet, the number of games being played, and the number of your buddies who are online. The

List filter allows you to display either the players or the games. The Game filter allows you to select the type of game (All, Time Attack, Round, Team or Laps).



By default, the list is displayed hierarchically (tree) by country and city in the center of the screen. To find a list of games or players, click on a country, then on a city. To see a non-hierarchical list, click on the button shown to the left.



This button indicates that the list is displayed non-hierarchically. To return to the list by country/city, click on this button.

The games list displays the following information:

- The game name.
- A key indicating whether or not the race is private. (If the race is private, the key is activated and you must enter a password in order to join it.)
- The nickname of the player who created the game.
- The racing mode (Time Attack, Round, Team or Laps).
- The number of players that have already joined the race / the total number of players allowed in the race.

Note: You may not join a race if the maximum number of players has already been reached.

When the "Players" list is displayed, the information is organized differently and you will also see a gray or yellow smiley next to each player's name. The yellow smiley means that the player is on your buddy list.



Use the "Advanced" button at the left of the screen to refine your search for games and:

- Show only players who are online (this option is activated only when the list of players is displayed).
- Show only games in which your buddies are playing
- Hide private games.
- Hide games that are already full.

To do this, click on the blue circle, the green check mark appears.

To add a player to your buddy list

List: Players

1- Display the list of players at the top of the window.

2- If you know the country and city of the player you are adding to your buddy list, change to hierarchical mode.



3- Leave "online only" and "buddies only" highlighted in blue.

Then look through the tree to find your friend's country and city and add this player to your buddy list by clicking on the gray smiley that appears to the left of the player's name (nickname or login, depending on the Display nickname check mark). The yellow smiley confirms that the player has been added to your buddy list.

Show nickname
Account
Online news

By clicking on "show nickname", you can choose to display either the login or the nickname of the other players. "Account" provides access to your online account. "Online news" displays the latest news.

Note: The Refresh button allows you to update the game information.

JOINING A GAME

To join a race, click on one of the games listed.



A dialog box will open and provide the following information about the game you want to join:

- the name of the server (the Server is the game that is created to host the players),
- the ping (the higher the ping, the better your connection),
- the race mode,
- the names of connected players, the list of races for the game and their environments and duration.

This dialog box is also where you enter the password needed to join a private game. To enter a race, click on Join.

CREATING A GAME ON THE INTERNET

From the main Internet menu, click on Create at the lower right. Set up your game by clicking with your mouse on the white words:



What is the name of your game? What is the maximum number of players? After making these decisions, you must choose the mode: Lap, Round, Time Attack or Team. For each mode you must also define the conditions for winning the game. In Team or Round mode, how many points are needed to win a game? In Time Attack mode, how long will

the game last?

Use the "Advanced" button to access more settings:

What is the password (if you want your game to be private)? How much chat time is authorized between games? (The players can chat during the specified period, or go to the next race if they all press the right mouse button.) Will you allow your challenges to be downloaded?

If you choose Lap mode, you can add a time limit. Do you want to use the alternate rules in Team and Round modes?



Once you have finished adjusting your settings, click on OK at the lower right of your screen to see the list of races you can launch. Click on each race making the green check mark appear. You can then launch this series directly from the game using the Escape key, without returning to the menu.

Click on OK to go directly to the first race. Then you will see other racers join you a few at a time.

ON THE COURSE

The Race

Depending on the race mode chosen by the server, once you arrive on the track you might start immediately (Time Attack) or you may have to wait for the next start (Round). While you wait, you can watch the current race as a spectator. The next race is signaled by the display of the countdown. Then all you have to do is accelerate (up arrow on keyboard).

During the game, messages will be displayed informing you of events (players joining the game, crossing the finish line, leaving the game, etc.).

If you go off the track or roll over, you can start from the last checkpoint you passed by pressing the Enter key.

To leave the current race and wait for the next start, press the Delete key. If you are in Round mode, you become a spectator and must wait for the next start. If you are in Time Attack mode, the next start is immediate.

Note: To see current results, press the Tab key at any time.

If the game is interrupted right in the middle of a race, it is because the host has left the game.

The Escape Key



The Escape key on the keyboard opens a dialog box from which several options are available:

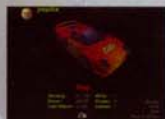
Click on "official mode" and your race results will then be taken into account for your Ladder ranking.

FYI: it is not necessary for all players to have activated official mode to have your race results count

officially. If you decide during a game to leave official mode, click on "cancel match." The match will in fact be canceled once all of the players who are in official mode have also clicked on this option. In this case, the chat feature is indispensable for informing the other players of your intentions.

To see your Internet Ladder ranking and your score without returning to the menu, click on Ladder rankings.

To see an opponent's profile, click on Player profile:



This will tell you the other player's rankings, scores, the number of points won in the last match, and the total number of official games won, tied and lost. Finally, you can add the player to your buddy list by clicking on "Buddies," or report abuse by this player.

Note: The "Report Abuse" function should be used sparingly and only in serious cases.



Keep in mind that if you are racing in Team mode, the Escape key also allows you to change teams. You should also note that the official mode/cancel match options are not available in the dialog box, because team mode scores do not count for rankings.



Note: If you are the creator of the game, pressing the Escape key displays additional options:



- Go to the next race.
- Change to spectator mode.
- Stop the game.

Player profile button allows you to:

- Kick someone out of the game.
- Banish a player by preventing that player from connecting to a game underway.

In spectator mode, you are no longer participating in the race, and are not reported as a player on the list of games (an eight-player game with one creator in spectator mode is considered to be a game with a maximum of 7 players).

Note: if you are the host of the game, leaving in the middle of the game will interrupt the game for all players.

Chatting During the Game

The chat area allows you to talk with the other players during the game.

To display or hide the chat area, press "C" on the keyboard.

To chat, press the space bar.

Results and Ladder Rankings on the Internet

At the end of an official match, a window containing the scores for the ladder ranking is automatically displayed. It shows the points added to or subtracted from each player's ranking.

Ladder Rankings:

Ladder rankings are accessible from the menu or directly from the game (esc key). This function ranks players based on their level.

Each player's score is calculated taking the following into account:

- Your result in the game you have just finished.
- The duration of this same game.
- Your running score in the ranking.
- The running scores of the players with whom you have just played (those playing in official mode only).

Note: in order for a game to be included in the score for ranking purposes, official mode *must* be activated. Each official game will raise or lower your score.

TRACKMANIA SUNRISE ON A LOCAL NETWORK

Local networks function in the same way as the Internet.

If your PCs are on a network, games that have been created will appear and you can join them directly.

THE TRACK EDITOR

General Description

One of TrackMania's great advantages is that it allows you to build your own tracks to share with your friends. You can create the wildest of rides in any of the game's three environments.

To access the track editor, click on "Editor" in the main menu, then on "Track."



The number of coppers are displayed for each environment (Island, Coast and Bay). When you open the game, you have a certain number of coppers for each environment. The more gold medals and cups you win in each environment, the more coppers you will have.



You spend the coppers when you build your track. The total cost of your track is displayed at the lower left of the screen. It changes each time you place a block. When this number equals the total amount of your coppers, you cannot place any more blocks.

Keep in mind that the blocks use a lot of memory! The more blocks you use on your track, the harder your PC will have to work. Watch out for tracks that are too expensive, because they will require powerful configurations to work well. Each challenge shows the number of coppers because this is an excellent performance indicator!

Building Blocks

A building block is a piece of road or scenery. By placing these blocks end to end, you can make tracks.

The design and characteristics of the blocks vary depending on the environment. You will find chicanes, loops, springboards, elevated turns, and more.

However, each environment contains the following special blocks that are essential for creating a course:



The start block defines the starting point for the course and the direction of travel. You may position only one start block on your track.

Color code: green



The finish block defines the end of the race.

Color code: red



The road block is the simplest block, but is certainly the most often used. It is essential for connecting some of the other blocks.



Checkpoints are points along the route that must be passed, and are important for preventing cheating and for providing a point where players who are stuck in one place on the course can reenter the race.

You can place several checkpoints along your route.

Color code: blue

Note: The blue arrow does not indicate the direction in which players must pass the checkpoint, but rather the direction they will face when they reappear at the checkpoint after pressing "Enter."



The multi laps block defines the beginning and end of the track, replacing both the start and finish blocks. Only one is needed for the track to work. The multi laps block is used to make tracks for games played in "Lap" mode.

Color code: yellow

Keep in mind that in order to be able to use a multi lap block, you must use at least one checkpoint. Otherwise, a racer could win simply by passing the starting line, then reversing to cross it again!



Turbo blocks, or boosters, are another useful kind of block that give the vehicles a boost to speed things up on a straight stretch or a jump, or make a series of turns more of a challenge.

The Construction Interface



Before starting to build, familiarize yourself with the interface and tools:

ZONE 1: INDEX OF BLOCKS

This index lists the construction blocks by category.

To navigate in this zone and select blocks, simply click on the icons or use the corresponding numbers on the keyboard.

To move backward through the hierarchy of blocks,



- Either click on the arrow shown at left, or
- Click on the navigation bar using the right mouse button.

The blocks in the index are categorized in the same way from one environment to the next:

1. Terrain blocks
2. Road blocks
3. Tunnel blocks
4. Transition blocks used to move from one road to another or to cross elements of the terrain (mountains, beaches, etc.)
5. Scenery blocks

Example of the Island environment:



The blocks used to create the terrain are under tab 1.

Road blocks are under tabs 2 through 5.

Tunnel blocks are under tab 6.

Transition blocks are under tab 7.

Finally, scenery blocks are under tab 8.

To place a block, select it by clicking it or by using the corresponding number on the keyboard; then click with the left mouse button at the location on the terrain where you wish to place the block. You can also place it by pressing the space bar on the keyboard.



Keep in mind that all of the blocks (except a plain road block) have clips. You must link blocks that have the same type of clip or use transition blocks, which allow blocks with different types of clips to be linked.

Toolbar for Blocks and Cameras



To move the cursor vertically and place a block up high, use the mouse scroller or the Page Up/Page Down buttons on the keyboard. You can also use this tool on the screen interface.



To erase a poorly positioned block, first select it by pointing at it with the mouse, then press the Ctrl key. Once the block is selected (the cursor turns blue), you can erase it by pressing the Delete key. The equivalent of the Ctrl key on the screen interface is the button shown here.



You can also use the "bulldozer" to erase! Select this tool in the interface by clicking on it. Then point your mouse at the block you want to erase (the cursor will turn white) and click on the left mouse button. The keyboard shortcut for the "bulldozer" is "X" on the keyboard.



These two buttons can also be very useful for canceling/repeating the last action(s).

To erase all blocks that have been placed, press the Backspace key on the keyboard.



The "Underground" mode allows you to see beneath the textures so you can see the tunnels.



These buttons are used to handle the camera. Click on the magnifying glass with the mouse, then move your mouse on the screen while holding down the left or right mouse button. The keyboard equivalent for this tool is the Alt key. The two arrows are the equivalent of the mouse scroller: use them to zoom in or out.

ZONE 3: TESTING AND CHALLENGE CONFIGURATION BAR



Test the track.



Validate the track.



Change the object of the challenge.



Create videos and include them in the challenge.

ZONE 4: CUSTOMIZING THE BLOCKS



Once your course is finished, click on the paint pot at the right of the interface. All of the blocks that can be customized will be shown in blue on the screen. Click on one of the blocks. A list of the available skins will be displayed in a dialog box. Click on the skin of your choice to place it on the block. Of course, you can also create your own skins and use them in the game. Simply store your skins files in the `gamedata>skins` directory.

ZONE 5: GENERAL CHARACTERISTICS OF THE CHALLENGE

This zone indicates the name of the challenge and its creator. The number is the cost of the course in coppers.

ZONE 6: QUITTING, SAVING, OPENING HELPERS



The "Helpers" button is found on the Tools menu. It displays the construction grid showing the terrain where the course will be built. You can also activate/deactivate the grid using the "?" key on the keyboard.



Return to previous menu.



Save.

TRACK EDITOR TUTORIAL: BUILDING YOUR FIRST TRACK

Click on "Editor" in the main menu, then on "Track."



We suggest that you build your first course in the Island environment. Click on the first image. Then click on "day."

Placing the Terrain

After clicking on "day," you will be presented with the following screen:



This is a large expanse of water.

Remember, to move with the camera:

Alt + right mouse button = turn the camera

Alt + left mouse button = move the camera on the map.

Alt + mouse scroller: zoom in/out.



Now click on index icon "1," which looks like this. It is found at the bottom of the screen.

This set of blocks contains:

Block 1, which is grass.


Block 2, which is water.



Select block 1 by clicking on it or by pressing "1" on the keyboard. To place grass on your map, simply move the cursor over the water and the "object cursor"—which will be green—will appear. When it does, move your mouse while holding down the left mouse button and draw a large rectangle using the "object cursor," which has now turned blue. Once you are happy with the size of the rectangle, release the left mouse button. The grass will appear, covering the entire area you indicated using the "object cursor."

Hint: You can use the mouse scroller to raise or lower the object cursor. This allows you to create relief or increase the height of certain objects. To make the coastline look more realistic, use the water block to cover some of the grass blocks along the coastline.

Laying Out the Course

 Now you are ready to lay out your course on the grass. To do this, you will need to go backward through the hierarchy of indexed blocks by either:

- Clicking on the arrow shown above.
- Clicking on the navigation bar with the right mouse button.

Now you are in the main menu of the block index.



Click on index 2 Then select block 2.



Place the cursor on the grass (already created) to make the "object cursor" turn green. Once it is green, hold down the left mouse button, draw a straight line, and release the button.

Next, starting at the far end of your road, do the same thing but change direction. Another way to make a straight line is to place the road block by holding down the space bar while using the directional arrow keys.

Placing Special Blocks

To be able to validate your course, you will have to provide a start, a finish, and (optionally) one or more checkpoints.

To help you build, the building cursors are color-coded. If the cursor is green, you can place the block; if it is red, you cannot place it as is. It is important to remember that some blocks must be turned in a specific direction before they can be placed.

To turn a block, press the right control key on the keyboard or use the right mouse button. To place the block, either use the left mouse button or hold down the space bar on the keyboard.

The list of blocks mentioned above contain:

Tab 3:

The start block, which is color-coded green. Select it by clicking on it with the mouse, then place it at one end of the course. Use the right Ctrl key on the keyboard to make sure that it is facing the right way.

Tab 4:

The checkpoints, color-coded blue, which force the racers to pass through certain points on the course in order to finish the race.

Tab 6:

The finish block, color-coded red, which defines the area where the course ends. Place it at the other end of the course, ensuring that it is facing the right way.

Adding the Scenery



The scenery blocks are found in block Tab 8.

As with road blocks or special blocks, simply click on one of the scenery blocks, then place it on the terrain by clicking with the left mouse button.

Keep in mind that you can change the height of some scenery blocks, such as the hotel. Simply turn the mouse scroller to determine the height of the block, then click with the left mouse button to place it on the terrain.

Testing and Validating the Track



While you are building, you can go into driving mode at any time to see whether your course works well. Click on the interface button shown here, then use the mouse to click on the part of the course you would like to test. To return to the editor, press Escape.



Once your track is ready and has at least a starting line and a finish line, all you have to do is validate it by clicking on the interface button shown here.



The race starts—now all you have to do is finish it! The time it takes you to finish the race is very important, because it determines the time needed to win the gold, silver and bronze medals (the assignment of a time to each medal is automatic but can also be changed manually).

Once you have finished the race, a menu appears. If you are not satisfied with your time, start over, otherwise choose “End Validation.” If you start over you will see a “ghost” on the track, which corresponds to your previous best time on the course.

Saving and Replaying the Course



Now save your challenge by clicking on the diskette icon and naming the course.

Replaying a challenge:

Your challenge is now ready to play! Go back to the main menu and choose Solo. Your challenge appears in the “Single challenges” menu.

Sharing a challenge:

Challenges are files located in the game’s challenge directory (Gamedata > tracks > challenges > my challenges). You can e-mail them to your friends, who can put them in their own TrackMania Sunrise challenge directory in order to play. Finally, you can launch your challenge on the Internet or on a local network so that other players can race with you on your course.

Course Editor – Advanced

Time Standards for Medals



For each course that is created and validated, the time standards for medals are defined automatically based on the time it takes you to finish your own course. However, you can change these times by clicking on the button shown below, then clicking on the times.



Note: the gold medal time cannot be faster than the time posted by the challenge’s author.

Types of Challenge

By default, the object of the challenge you create is to race to the finish line within a specified amount of time. When creating your own challenge, you have the option of defining other objectives. To do this, click on the interface button shown previously.

If you click on the word “race” at the top left of the window that opens, you can scroll through the different types of challenge to create.

Creating a Platform Challenge

First, build your track and make sure that it contains springboards, loops and elevated turns, i.e., building blocks that bring out stunt driving. Don’t forget to place checkpoints in front of the most dangerous obstacles.

Note: The Island and Bay environments are more appropriate for Platform challenges than the Coast environment.



Test your track and validate it. Once your course has been built and validated, go to the “challenge type” window by clicking on the button shown here, then choose “Platform.” Change the objectives if necessary. Note: in a Platform challenge, the object is to cross the finish line, not within a given time but in a minimum number of tries.

Creating a Puzzle Challenge



Build and test your track, then choose “Puzzle” as the challenge type. Click on OK to return to the editor. Now delete some parts of the course and your puzzle will be ready. To finish the puzzle, all of the blocks you removed must be added to the supply of available blocks that the player can choose from to finish the puzzle (at the




right of the interface). If you remove 3 road blocks from your course, you must select the same road block from the block index in the interface and click at least 3 times on the + on button shown here.



Now you must validate your Puzzle challenge. Click on the flag, then build the puzzle with the blocks available at the bottom of the screen. These icons show the numbers and types of blocks available. Once you have finished the puzzle, all that remains is to complete the race. Press Enter.

Start the race and finish the course. If you are not happy with your time, start over; otherwise, finish the validation. Once you have returned to the editor, you can refine the time standards for medals, then save your puzzle. Note: The different challenge types (Race, Platform, Puzzle, etc.) are not stored in separate directories, so we suggest including "puzzle," "race," etc. in the file name.


Creating a Crazy Challenge

 Create a small course with only one obstacle. Test and validate it, then click on the button shown here. Choose 'Crazy' as the challenge type.


Save your challenge and name it. Quit the course editor and open the ghost editor. Load your challenge and specify the number of opponents desired.

Note: we recommend recording at least 6 opponents. Make sure that not all the opponents have the same level of skill!

Creating a multi-lap Challenge

 The multi lap challenge must be built using the multi lap block. When you build your track, instead of using a start block and a finish block, place a multi lap block to mark both the beginning and end of the race.


Note: To create a multi lap challenge, you must place at least one checkpoint. Otherwise, a racer could win by simply passing the starting line, then reversing to cross it again!

 By clicking on this button and choosing Race as the challenge type, you can determine the number of laps for your challenge. Multi lap courses are used in Lap mode during Internet games.

THE MEDIA TRACKER

The likes of this tool have never before been seen in a video game! You may be the player, but the mediatracker will turn you into a director as well. It allows you to add staging to your courses before, during or after the race by adding texts, special effects, trails, sound and camera movements.

The mediatracker is incorporated into the course editor. Before you start, use the editor to create a simple track with, for example, one climb and one turn.

 Once you have drawn and validated your course, open the mediatracker by clicking on the camera. A dialog box then asks if you want to create a clip for before (intro), during or after the race (end of race).

Adding Clips that Play During the Race: Part 1



Click on "Edit during the race." The track then loads into the mediatracker. If you do not see it in the viewing window, it is because it is not within the camera's field of view. To find it, you will have to move the camera.

Handling the Camera

Use the directional arrows to move the camera forwards or backwards or turn it to the right or left. The Page Up/Page Down keys will raise or lower it. To turn the camera, move your mouse while holding the right button down. The purpose of mediatracker is to enliven your course by including short clips that will appear when you pass certain points on the course.

Insert Text



Step 1.

Click on the button shown here, found to the left of the editor at the bottom of the screen. A clip will appear in the clip area. Click on it and name it, for example, "going up!"

Step 2.



Click on the "trigger" button shown here, found at the top of the editor. A cursor (transparent square) will appear on the course. Move this cursor to the point at which the clip is to be triggered. To move the cursor up or down, use the mouse scroller. To place the cursor on the course, click with the left mouse button. The car will also be displayed at this point on the course.

Here, the idea is to create a clip with text and make it appear just before the climb.

Note: Only one cursor can be placed. To erase a cursor, simply click on it. Once it is placed, click on the "trigger" button again.



Step 3.

Click on the "add track" button shown here, found in the "track" area to the right of the "clip" area. Then you can choose the type of track you want to add.



You can use several types of tracks in a clip: camera movement, text, trail, special effects or sound. In this case, we will use text. Click on Text. You will see the text track appear in the "track" area.

Step 4.



Click on the "add a block" button shown here. In the mediatracker, "block" does not mean a building block like those used in the course editor, but rather a block of time that identifies the beginning and end of the track you are creating in the clip. It determines how long the event will last.



The text block will appear in green on the timeline. It consists of 2 keys (the two yellow squares). If you click on the first key, you will see your car at the point where the event is to begin (text appears). If you click on the second key, the car will be displayed at the point where the event will end (text disappears).

Step 5.



Clicking on the block brings up several options at the left of the screen: Next to "Track Text," write the text that you want to display on the screen. Press Enter on the keyboard to make the text visible on the screen.

Here is a description of the other options, although you will not be using them at the time:

- Block Start: the time between the triggering of the event and the appearance of the text (or other item) on the screen. (This has nothing to do with the race time; it is a separate time for the block.) In our case here, we will leave this as 0 so that our text will appear as soon as the event is triggered. This time corresponds to the first key on the timeline.
- Block End: this is the event's duration. The default value is 3 seconds. This time corresponds to the second key on the timeline.
- Keep Playing: if "Keep Playing" is checked, the event defined at the end of the block will continue indefinitely.
- PosX, PosY: these are values that can be entered manually. They determine the position of the text when it appears and when it disappears. You can also move the text on the screen by clicking with the right mouse button. Click on the first key, then position your text: the text will appear at this point. Click on the second key, then position your text: it will disappear at this point.
- Rot: rotate the text
- ScaleX and ScaleY: enlarge and/or reduce the size of the letters (width and height)
- Opacity: moving the slide control all the way to the left will make the text invisible; moving it all the way to the right will make the text completely opaque.



Step 6.

Now, to see the mediatracker's magic at work, click on the "preview clipgroup" button shown here, which is found at the top of the screen. Your author's medal race will start to play and the text will appear.



To back up, click on the "preview clipgroup" button again. You can save your challenge at any time by clicking on the diskette at the top of the screen.

Place a Camera

Create a second clip by following step 1 as described above. Then add a trigger (step 2) at another point on the course where you would like to change the camera view. Place your trigger carefully, and don't forget to use the mouse scroller.

Note: the second trigger must be placed after the end of the first clip. Once the trigger has been placed, click on the "trigger" icon again.

Now add a track to your clip (step 3). Choose "Camera":



Now add a block (step 4). For now, choose "Camera game."



Select the block to bring up the options at the left of the screen. Define the duration of this event using the "Block End" button. Here, we will use 6 seconds. Click on one of the arrows next to "Camera" and select, for example, the orbital camera. "Target" means that the camera will always be pointing at your car.



Click on the "preview clipgroup" button to see the change in camera angle on your course. To see the replay without the interface, press the Tab key. Press Tab again to return to the interface, then press the "preview clipgroup" button.

Add a Trail Behind the Car

The goal here is to add a second track to the clip you just created.



In the Clip area, select Camera. Note: be sure not to click on the text because the selection will not work. In the clip called Camera, there is only one track: the camera track. Now we will add a second track called "trail."



In the track area, add a track by clicking on the "Add Track" button shown here. Then choose "Trails" in the dialog box.



Next, click on the block area button shown here.

The block time of the trail will be displayed on its own time line just below the camera time line.

By default, the trail is displayed for 3 seconds. If you want it to last longer, press the Alt key and hold it down while clicking on the second key and moving it to the right using the mouse. The block itself can also be moved toward the end of the time line: hold down the Alt key while clicking on the block and moving it to the right using the mouse.



Finally, click on the "preview clipgroup" button. The video will play and you will see:

1. Your text appear and disappear.
2. The camera angle change.
3. The trail appear.

Adding Clips that Play During the Race

To add a special blur effect (fx blur), color effect (fx colors) or sound to your course, use the same procedure as you would to add a text, camera or trail.

Add a Color Special Effect



Make things look old with sepia, show acceleration by a color change, create a psychedelic sky... Anything is possible !

After creating your clip and adding a trigger on the course, create a color effect track.

Now add a block to your track.



Click on a block on the time line to display the options table at the left of the screen. This will allow you to set up completely customized colors, for example, by changing the tint.

The intensity slide control adjusts the intensity of your effect. If you set it all the way to the left, there will be no effect. To show the effect, move the slider to the right. Color changes will affect the entire image by default.

Click on "near" to cause "far" to appear. Move the "blendZ" slide control to the right to activate the background, then choose the distance at which your background ("far") begins.

Add a Blur Special Effect



After creating your clip and adding a trigger on the course, create a blur effect track.



Now add a block to your track. Here, you can add two types of blur: the distance blur related to the depth of field, and the blur related to speed. The result is a film worthy of the movies!



Blurring due to motion is the simplest. There are no parameters to provide except the desired duration of the blur. The color code on the time line is yellow. There is no key, so you must enter the start time and duration using the tools at the left of the screen. The distance blur controls the focal point. By default, the focal point is on the car and you can simply modify its intensity. If you want to go to manual mode, check "Force focus" and define the focal distance.



Add a Sound

After creating your clip and adding a trigger on the course, create a sound track. Then add a block to your track.



Click on the block on the time line to display the options table at the left of the screen. Here you will find a list of the sounds you can add to the course. There are only two things to adjust: volume and balance (sound from the right, left, or both speakers).

Creating a Video to Introduce the Course



From the course editor open the mediatracker, then click on Edit intro. In this case, the goal is to create a short video to introduce your course to the players before the start of the race. The car remains at the starting line and there is no interaction with certain sections of the course. There is no trigger. You need only one clip in which you will create tracks. Create a track, then choose Camera. Next, create a block by clicking on Custom Camera.



Inserting keys

For nice camera movements between the foreground ("near") and the background ("far") of your film, you will need to add keys to the time line.



To insert a key, move the red time slider along the time line while pressing the Alt key on the keyboard and moving the mouse with the left mouse button held down.



Then click on the Insert Key button in the key area. A small yellow square will appear on the time line.

For each key, determine a camera position on the course:

Select the first key by clicking on it. It will turn white. Now move the camera on your course: Use the directional arrows to move the camera forwards or backwards or turn it to the right or left. Note: if your car is selected as the target, then the right and left arrows will make the camera move around the vehicle. The Page Up/Page Down keys will raise or lower the camera. To turn it, move your mouse while holding the right button down. Note: this func-

tion works only if "none" is indicated as the target.



These 4 buttons at the top of the screen are used to fine-tune the settings on your camera. By clicking on the first or second button, you will see that your camera moves forwards, backwards, up or down more or less quickly. The following two buttons allow you to reset the camera to zero. Once you are satisfied with the camera position for the first key, click on the second key. Positions are saved automatically. Repeat the same process for each key.



If you cannot see all of your keys on the time line, it is because the entire time line does not appear on the screen. To display the entire time line, click on the button shown here. You can also resize your time line by holding down the Alt key and the right mouse button.

The list of options for customizing the camera is displayed at the left of the screen:



Target allows you to aim the camera at the car. You can leave your car as the target for the beginning of the video, but for subsequent keys you must choose "none" in order to be able to move the camera freely. If "Anchor" is checked, the camera will move with the car. In a video used as an intro, the car remains at the starting line, so the "Anchor" button should be left as "None". "Hermite" smoothes the camera's motion along its trajectory.



Once you have placed your cameras, use the time line buttons to view the camera trajectory.



You can save your challenge at any time by clicking on the diskette. You can also use this series of buttons to return to the course editor. Finally, for the real experts, the last two buttons allow you to import or export clips that you have created and want to reuse on other courses. Use the Ctrl key + right mouse button in "trigger" mode to define the import/export reference.

CREATING AN END OF RACE VIDEO

This part of the mediatracker works exactly like the mediatracker for clips played during the race. This is certainly the place where you can be the most creative, since clips played during the race have to be kept reasonable! Of course, the effects you add should not decrease the playability of your course.

The Ghost Editor

A ghost is a digital opponent. It makes the game more of a challenge—its presence is much more nerve-wracking than a mere clock, because it can catch up to you at any time! When you play a course for the second time, you will see a ghost, which corresponds to your previous best time on the course.

In TrackMania Sunrise, you can add opponents to the courses you create. You can create 4 opponents or 7, and you must run each of them through the course to create a trajectory that will establish a time and a medal ranking. In the Editors menu, select Ghost editor, then click on the course to which you want to add opponents. A menu is then displayed, allowing you to record the trajectory of the first opponent (the fastest).



You have a choice of either using the ghost corresponding to the course author's time, or trying to record a faster time than the author's. If you decide to use the existing ghost, click on "Use this Ghost." Then a second menu will appear so you can record the second opponent. This menu will indicate the upper and lower time limits for the second ghost's trajectory.



Click on "Record a new Ghost" and start the race. If you are too slow or too fast, the game will tell you and you must re-start the race. If your time is within the indicated limits, you can save this time for the second opponent and move on to the third opponent. Proceed in the same way until all (4 or 7) of the opponents have been recorded.



This menu shows the directory to which the file was saved. If you want to include the opponents when you share your challenge, you will need this information.

THE CAMPAIGN EDITOR

A campaign is a succession of challenge series. Nadéo has created some campaigns for you to play, and you can also retrieve campaigns created by other players. Now it is your turn to suggest new challenges to the community! In the main menu, click on "Editors," then on "Campaign Editor." Now click on "New Campaign."



At the top of the screen, name your campaign. Add series by clicking on "Add" at the left of the window. Rename your series by clicking on them and changing their names at the top right. Then select a series and click on Add at the lower right to link the challenges to this series.

To select a challenge, click on it to make the green check mark appear. Once you have made your selection, click on OK.

Finally, save your campaign. You can find it again later in the Solo, Shared Campaigns file.

To place your campaign on the server so that other players can find it directly from the game, follow these instructions:

- 1 For each campaign, retrieve all of the following files from your game's gamedata > Tracks folder:
 - a.The campaign file in the Campaigns > my campaigns folder.
 - b.The challenge files in the Challenges > my challenges folder.
 - c.The replays files (ghosts and videos) in the Replays > created ghosts and my replays folders (only if you have used ghosts and videos in your challenges).

- 2 Zip all of these files.

- 3 Offer your campaign to the leader of your community by sending your zipped file via e-mail. If the campaign is suitable, the leader will see that it is placed on the game server.

For more information about Sunrise communities, visit www.trackmania.com

You can also simply e-mail your campaign file to your friends.

THE REPLAY EDITOR

Open the Replays editor from the Editors menu. Then display a challenge replay that you have already saved. Click on it to make a green check mark appear, then click on OK at the bottom right of the screen.



A dialog box will offer several options. "Edit" allows you to set up your replay, change camera views, and add text, special effects and sounds. The Replay editor works like the mediatracker. "Validate" allows competition organizers to verify that the replay sent by the players is authentic and that there has been no cheating. "Export Replay to Validate" generates a replay that contains only the information necessary for validation (in the context of competitions). "Play" lets you play the replay and compete against the recorded car. "Bench" shows the performance statistics. To make a video from your replay, click on "Shoot video" and define the resolution in the window that opens. If you are a novice, leave the resolution that is already displayed. Audio stream allows you to record the replay's sound or not.

Click on OK. A new window then appears, asking you to choose your video's compression format.



Click on OK. Then the video will be recorded and a message will then tell you the directory in which your video file is saved.

SKIN EDITOR

TrackMania Sunrise provides 3 cars and a selection of paint jobs for each of them. You can create your own paint job using the "skins editor." TrackMania Sunrise's three cars are displayed at the top left of the screen. Select one of the cars by clicking on it, then click on Paint. Now you are in the paint shop, alone with your machine! Use the mouse scroller to zoom in or out. You can also move the camera around the car by moving the mouse while holding down the right mouse button.



- 1.Repaint entire car
2. Place an image
3. Apply stickers
4. Airbrush

Repainting the Entire Car



Now click on one of the suggested paint jobs. Next, choose the size of the patterns and the sheen by moving the sliders. The paint will be applied automatically to the car. You can add your own paint files to the game's Gamedata directory.



You can also use the color chart to the right of the interface. The pipette has two functions, which you can activate by clicking on it. When the pipette is gray, it works like a paintbrush: click on the color chart to display a color. The selected color will be automatically applied to the car. You can also make your own color palette using the squares available under the color chart. Click on the color chart to display a color, then click again with the left button on one of the squares while holding down the Ctrl key on the keyboard. When the pipette is white, you can click on the car to find the current color on the color chart.

Placing Images



Click on icon 2, then on one of the images. Define the sheen, then click on the car to apply the image.

Applying Stickers



Before applying stickers, note the following useful options and keyboard shortcuts:

Turn image to the left: S / Alt + mouse scroller down

Turn image to the right: S / Alt + mouse scroller up

Rotate 90° to the right: R

Rotate 90° to the left: Z

Enlarge image: E

Reduce image: D

Align image to model: X or C / Alt + right mouse button

Help: H

Click on "Enter text" at the top of the toolbar to the right. A small cursor will appear; delete the existing text and enter your own. Next, click on the small green arrow (framed in yellow). You can change the color of your text by



using the color palette. Now all you have to do is place your text on the car by clicking on the left mouse button. The tools and keyboard shortcuts described above also work for text.

Painting with the Airbrush



Click on icon 4, then on one of the images. The tools and keyboard shortcuts are the same as for applying stickers. Finally, save your paint job by clicking on the diskette on the tool bar at the lower left of the screen, and give it a name. Now quit the editor. You can find your paint job in the Profile menu.

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SOUND EFFECTS:

AWESS

MUSIC:

«Ten Thousand Eyes»
Performed by: **Hi-Jera** Written by:
Andy Fielder, Luke Taplin, Matt
Hirst, Ryan Gange, James Rogers.

"Come On"

Performed by: **Silvermaker** Written by:
Ben Simon, Annelies Van De Velde www.silvermaker.co.uk

"I Never Thought She Ever Lived"

Performed by: **The Brit Hoollas**
Written by: Terry Swain

"One Take Wonder"

Performed by: **21st Century Beatnik** Written by: **Neil Simpson**

TEDOX

"Jack and Mary"

Performed by: **Big Wednesday**
Written by: **Timothy Senior**, Kevin
Andrews, Jonathon Hamler, Brian
Flack

"Latin Trick"

Performed by: **Jason Alner**
Written by: **Jason Alner**

"Situation"

Performed by: **Mattie and Ben**
Feat. Ella Chi Written by: **Matt**
Crowley, Ben Mcaneny and Ella
Chi

"Getting Things Started"

Performed by: **Money**
Written by: **Dan Money**

"Tainted Adrenaline"

Performed by: **Michael Myler**
Written by: **Michael Myler**

"Breathe Again"

Performed by: **Zsolt Marx**
Written by: **Zsolt Marx**

"Fill Your Pages"

Performed by: **Zsolt Marx**
Written by: **Zsolt Marx**

"Mutants"

Performed by: **Dom Lyne**
Written by: **Dom Lyne**

"Take Back"

Performed by: **Newton B**
Faulkner Written by: **Newton B**
Faulkner, Sam Faulkner

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THANKS TO:

Above all, our families and friends.
Amélie for her strong support all
along.

And for their precious and
cheerfull help:

Edouard
Alexandra
Cédric
Luc
Sébastien
Sandrine
Bertrand
François
Jean-Michel

And to the AWESOME TrackMania
community!

ENLIGHT SOFTWARE LTD

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